

EmuMovies



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AT2D-ROC 22

CINEMAWARE
PRESENTS

ROCKET RANGER



Operating Instructions for the Atari ST

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SYSTEM REQUIREMENTS

An Atari 520, or Mega ST with a minimum of 512K RAM.

Colour monitor.

A 3.5" disk drive.

A joystick connected to port 1.

OPTIONAL EQUIPMENT

A second 3.5" disk drive or hard drive.

BACKUP COPIES

The three 3.5" *Rocket Ranger* disks, labelled Reel One, Reel Two, and Reel Three, are not copy protected. Using TOS, you may create backups of these master disks for your own personal use. If you do not know how to copy disks, please refer to the manual that came with your computer. After making the backup copies, store the original disks in a safe location.

Please do not give away backup copies. *Rocket Ranger* is one of the most ambitious games ever created for the Atari ST. We would love to create even more ambitious products in the future, but will be unable to do so if software theft prevents us from paying our bills. If you support us, we will support you.

STARTING THE GAME

Insert Reel One into your startup drive, then turn on your monitor and computer. The game will load automatically. The game will prompt you whenever you need to swap the disks. If you have two drives, you may put Reel Two in the second drive.

To skip the introduction and credits, press the esc key.

GAME CONTROLS

Many parts of *Rocket Ranger* are controlled by menus. Move the joystick up and down to move the menu selector bar and press the button to select an option. Pressing the button during text screens and some noninteractive screens skips the animation and causes the game to proceed to the next screen.

The space bar will pause the game. A dialogue box will appear, indicating that the game is paused. Press the space bar again to resume play.

THE OBJECT OF THE GAME

As Rocket Ranger, you must stop the Nazi war machine from spreading over the entire planet. Find the five secretly located rocket labs and obtain the parts to build a rocket ship. Then, capture enough lunarium to fly to the source of the Nazis' power—the moon!

FT. DIX

You begin the game at Ft. Dix, New Jersey. This is your base of operations in your secret war against Nazi oppression. After reading *Chapter 1*, press the button to continue. You will see the Ft. Dix menu. The choices on the menu are: WAR ROOM, FUEL DEPOT, ROCKET LAB, and TAKEOFF.

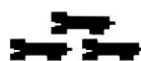
IMPORTANT: *You may not remain at Ft. Dix longer than twelve consecutive months or you risk a court martial for cowardice. Wars are won by fighting, NOT by hanging out in New Jersey.*

WAR ROOM

Military Intelligence has assigned five agents to help you locate Nazi Rocket Factories, Lunarium Bases, and Targets. There are 26 countries your agents may infiltrate in their search (as represented on your Secret Decoder Wheel). They may also organise groups of partisans to fight against the Nazi invaders. NOTE: The War Room is the ONLY place you will be able to contact your agents.

At the beginning of the game, all of the countries on the map (except Germany and the USA) are coloured tan. When your agents organise a resistance in a country (see below) the colour changes to the same colour as the USA. When the Nazis conquer a country, it changes to the same colour as Germany. If the Nazis attack a country with organised resistance, that country will flash red during the battle, then eventually turn Nazi brown.

The following icons may appear on the War Room map:



Zeppelin
Fleet



Agent



Nazi
Base



Your
Location



Nazi
Zeppelin



Rocket
Lab

CONTROLLING YOUR AGENTS

To direct an agent, move the tip of the arrow pointer onto the country he is in and PRESS the button. You will hear a low buzz if you make an invalid selection.

The following information will be shown on the screen when you select a country:

<COUNTRY NAME>
<COUNTRY STATUS>
<AGENT ORDERS>
<AGENT COVER>
RESERVES ASSIGNED
AGENTS
CHANGE ORDERS
CHANGE COVER
REPORT
CONTINUE

Agents: You can transfer agents in and out of countries by placing the selector bar around this choice and pressing the button. If you have several agents in RESERVES or ASSIGNED, this may take several presses until you have the combination you desire.

Change Orders: Agents may be ordered to infiltrate or to organise a resistance. An agent's current orders are shown on the <AGENT ORDERS> line above.

A country must be infiltrated before a resistance movement can be formed; this menu choice cannot be used until the agent has successfully infiltrated. When this happens, put the selector bar on this option and press the button to change orders.

Change Cover: Agents may be ordered to use one of two types of cover. An agent's cover is shown on the <AGENT COVER> line above.

Agents are placed in a country in LOW PROFILE (black icons). You may change them to HIGH PROFILE, which will allow them to carry out their mission more quickly. However, an agent in High Profile stands a greater chance of being captured and killed. Place the selector bar on this option and press the button to change cover.

Report: When an agent wishes to report, his icon will flash on the War Room screen. Put the selector bar on REPORT and press the button. As long as you keep the agent in the same region you may read his latest report as often as you wish. Press the button in the middle of a report to stop reading before it is finished.

Continue: Select this option to go back to the main War Room map.

NAZI EFFICIENCY

The Nazi Efficiency rating (in the upper right corner of the War Map) indicates the speed at which the Nazi Zeppelin Fleet will conquer countries. The Nazis begin the game at a maximum level of 80% efficiency, and will remain at this level unless you do something about it! Your agents may request you to fly out to their locations and disrupt Nazi action. These targets include zeppelin and aircraft factories, radar installations, etc. Successfully attacking these targets can reduce the Nazis' efficiency by ten percent per target; however, efficiency will rarely fall below 50%, and will increase slightly each week up to the current maximum. You may attack each target once (except the bomb factory in Germany). You may attack the bomb factory as often as you like, reducing efficiency five percent per successful attack.

If the Nazis take Professor Barnstorff to the moon, they will use his expertise to increase their efficiency to 100%, so keep an eye on him (and his lovely daughter Jane).

WAR ROOM STRATEGY

The game can be won or lost in the War Room. Your agents are trained professionals and can mean the difference between freedom and oppression in the world.

The orders you give your agents will depend on your goals. Infiltrating a country is the only way an agent can discover rocket labs and strategic targets.

You may fly to countries and infiltrate them yourself, but the cost in time lost and lunarium used may be heavy. Until you locate lunarium bases you are dependent upon your agents. Remember: your agents can be given new assignments only from Ft. Dix.

Organising resistance in a country will slow the pace of Nazi conquest, and your sympathisers will send lunarium back to Ft. Dix if there is a lunarium base in their country. If an agent has organised a resistance, s colour will change to light brown. Once resistance has been established in a country, the agent can be removed and assigned elsewhere. A country with an active resistance movement will delay a Nazi conquest for several months, buying you valuable time. These regions will flash red as they battle the Nazi invaders.

You may use your agents in high profile, or use multiple agents in a country to speed their efforts. However, in both cases, agents run a higher chance of blowing their covers and being shot. Using low profile is slower, but safer. Agents located in countries occupied by the Nazis face a greater risk of exposure as well.

Your use of lunarium is probably the most important key to victory in the battle for democracy. It's important that you find ways of augmenting your supply. You may obtain more lunarium in two ways: organising resistance at a lunarium base or by raiding the lunarium base yourself. When you organise resistance, the partisans in that region will raid the base from time to time and send back whatever lunarium they steal. This will be reflected in your lunarium storage at the Fuel Depot back at Ft. Dix. If a lunarium base is located early in the game, establishing resistance there can greatly reduce the time and risk involved in acquiring enough lunarium to fuel your rocket ship. In the time it takes to locate and obtain all five rocket parts, the partisans will likely have provided enough lunarium to reach the moon. Raiding lunarium bases yourself can maintain your personal supply, saving time and trips back to Ft. Dix. If you successfully raid a base, you will put whatever lunarium you find in your rocket pack. If you capture more than your pack can hold, the remainder will be sent back to the Fuel Depot at Ft. Dix.

FUEL DEPOT

This is where lunarium at Ft. Dix is handled. Your original supply of lunarium and any sent back by partisans is kept in LUNARIUM STORAGE. You may, as necessary, transfer lunarium to either the ROCKET PACK or the ROCKET

SHIP. To move lunarium from one place to another, push UP or DOWN to move the transfer arrow, then LEFT or RIGHT to move the lunarium. Your rocket pack cannot carry more than 250 units of lunarium; the rocket ship no more than 500. Press the button to leave the Fuel Depot.

ROCKET LAB

After you successfully find and steal rocket parts, you may go here to see the ship being built and how many of the five parts you have. If you have completed the rocket ship and have loaded enough lunarium, you will immediately blast-off for the moon.

Press the button to leave the Rocket Lab.

TAKEOFF

When you decide to leave Ft. Dix, you must first select a destination and then load the appropriate amount of lunarium into the fuel chamber of your Rocket Pack. Choosing TAKEOFF from the Ft. Dix menu will bring up the "destination" screen. Your current location is the country where the "RR" icon is located. Refer to the map on the back of your Decoder Wheel if you are unsure of a country's name.

SELECTING A DESTINATION WITH THE SECRET DECODER WHEEL

Once you have decided upon a destination, press the button to load lunarium into your rocket pack, which has an automatic navigation system. Use your Secret Decoder Wheel to determine the proper amount of lunarium to travel any region of the world. To use the Wheel, simply line up the name of your current location with the notch on the Wheel, and scan down the potential destinations, noting the lunarium required for the destination you desire.

To load lunarium, move the joystick RIGHT or LEFT to INCREASE or DECREASE the lunarium in your pack. Press the joystick button to stop transferring lunarium, and press the button a second time to confirm the amount of lunarium transferred. Should you accidentally enter the wrong amount of lunarium, simply push the joystick before confirming to change the amount of lunarium loaded into the rocket chamber. If you wish to STAY in your current location, enter ZERO for the amount of lunarium in your rocket chamber.

FIGHTING THE WAR

War is hell. You won't be able to just fly around casually stealing rocket parts

and lunarium. The advance of the Nazi forces must be slowed if you wish to succeed in your efforts. Hostile Nazi forces will assault you constantly in a variety of ways. Keep a tight grip on your radium pistol and be prepared.

ROCKET FACTORIES

When you fly out to steal Rocket parts, brawny Nazi supermen will attempt to prevent the theft by battering you into unconsciousness.

Attacking your opponent takes two steps. First, PRESS and HOLD the fire button. Then, while the button is still pressed, push the joystick UP for an uppercut, LEFT for a left jab, RIGHT for a right cross, or DOWN to punch below the belt (remember, this is war!). Release the button between blows. If the button is NOT pressed, you can guard your HEAD by pushing the joystick UP, and guard your BODY by pushing the joystick DOWN. Watch your opponent closely. When he lowers his arms, go for a blow to the head. When he covers his face, work on the body.

LUNARIUM BASES

The Nazis have two bases where their giant rockets touch down, loaded with lunarium for their brutal bombs. The main site is in the desert; an alternate site is at a jungle temple. You will probably have to raid both sites to get the 500 units of lunarium necessary to pilot your rocket to the moon!

DESERT

The main lunarium base is protected by anti-aircraft guns. The guns must be destroyed before you can safely approach the base. Moving the joystick without firing will change your vertical and horizontal position. PRESS the button to FIRE your radium pistol. To adjust your firing angle, move the stick UP or DOWN. You will need to dodge exploding flak while taking out the gun emplacements.

JUNGLE

PRESS the button to FIRE your radium pistol. You will usually be in a position that doesn't provide much cover. To protect yourself, move to the lowest firing position and HOLD the joystick DOWN to duck. You cannot be hit this way. Move LEFT, RIGHT, UP, or DOWN to adjust your aim. After you've raided the temple, it will be rebuilt by the Nazis and have a larger crew of gunners assigned to it. Stay on your toes!

TARGETS

When you approach a target or the bomb factory in Germany, you will encounter squadrons of vicious ME-109 fighter planes. Darting in and out of the cloud banks with machine guns blazing, they will try to reduce you to flying hamburger. Don't be an easy target. Avoid crossing their flight path! To deal with these aggressors, PRESS the button to FIRE your radium pistol. To control your movements in the air, move the joystick UP, DOWN, LEFT, RIGHT, or DIAGONALLY to go in those directions. When moving UP and DOWN, tap the joystick for a slight change in altitude. If you move further UP or DOWN, you will also change the way you are aiming the pistol. Cruising low on the screen will aim you upwards. Hovering higher will position your aim downwards. Don't be discouraged if you have difficulty with control at first; it takes a little practice. After all, it isn't easy steering when you're flying at over 300 miles per hour!

SAVING JANE AND OTTO

Professor Otto Barnstorff is a brilliant American, scientist, and his devoted daughter Jane is as beautiful as he is intelligent. Unfortunately, the Nazis have plans for both of these innocent bystanders. Whenever the opportunity arises, the Nazis will send a zeppelin to the Barnstorff's Washington D. C. home and abduct them. Unchecked, they will put Otto to work increasing the efficiency of their lunarium refining operation, and Jane will likely end up on the mines on the moon.

You must prevent this from happening. The outcome will be determined by how quickly and efficiently you eliminate the Nazi opposition. When Jane and Otto are kidnapped, you will have three opportunities to rescue them.

RESCUE ATTEMPT ONE: THE ZEPPELIN

Your first opportunity to save the Barnstorffs will take place over the Atlantic Ocean. You may fly out and attempt to board the Nazi zeppelin. You must first close in on the airship while destroying the Nazi gunners' aerial torpedoes. Avoid exploding torpedoes at all costs. Aim your radium pistol at the gondola of the zeppelin to take out the gunners. Be careful not to shoot too high, or you may hit the gas chambers and blow up the ship!

RESCUE ATTEMPT TWO: GERMANY

If your rescue attempt is unsuccessful in the Mid-Atlantic, the Barnstorffs will

reach Germany. You will probably have to fly against an ME-109 squadron to reach the bomb factory complex where they are being held. If you arrive before they are moved, you will be taken prisoner and make contact with Jane and Otto. Make your daring escape by bruising another of those Nazi guards.

RESCUE ATTEMPT THREE: THE DESERT BASE

Your last chance to save the Barnstorffs before they are taken to the moon takes place at the Nazi desert base. Blast the ack-ack batteries quickly, or their rocket may launch before you arrive. You will probably be captured and interrogated, and will have to escape with the twosome in tow.

THE WRIST COMPUTER

When you are in a country other than the USA, you will access your Wrist Computer at the end of any action. The choices on the wrist computer are: PICK DESTINATION and SEND SOS. PICK DESTINATION works the same way as the Takeoff option from FT. Dix; you will takeoff after you transfer the lunarium to your rocket chamber. If it turns out you do not have enough lunarium to make it back to Ft. Dix or to a lunarium base that can be raided, put no lunarium into your rocket chamber. The Wrist Computer display will then reappear allowing you to SEND SOS, if necessary. The ride back to America will cost you three months.

GOING TO THE MOON

Once you manage to collect all five rocket parts and 500 units of lunarium, you can fly to the moon to eliminate the source of the Nazis' lunarium. When you arrive, you will have to take out a squad of Nazi guards before the thick lunarium dust starts to affect you. With luck you may even discover the secret behind the Nazis' mysterious leap in technology.

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